

DRAGON WARRIOR ADVENTURE GUIDE

This chart will help you on your quest. It shows you how many experience points you need to advance to the next level, as well as the suggested area you should be visiting.

Level	Experience Max HP/Max MP	Direction of Adventure	Spells And Explanations	Goal	Best Monsters To Fight	Suggested Weapons, Armor and Shield
1	— 16 HP/0 MP	At the start of your adventure, concentrate on talking to everyone and raising your experience levels. Don't forget to talk to the King to save your game.		Breconary	Slime	Club, Clothes Copper Sword Leather Armor Broad Sword Half Plate Armor Leather Shield
2	7 22 HP/0 MP			Breconary	Red Slime	
3	23 24 HP/5 MP	Journey to Erdrick's Cave and acquire Erdrick's Tablet.	HEAL This spell is used to restore some of your HP.	Erdrick's Cave	Drakee	
4	47 31 HP/16 MP	Information and stronger weapons are available in Garinham.	HURT An offensive spell used to attack an enemy.	Garinham	Magician	
5	110 35 HP/20 MP			Kol	Scorpion	
6	220 38 HP/24 MP	The Mountain Cave contains the Fighter's Ring.		Northern Cave	Droll	
7	450 40 HP/26 MP		SLEEP A spell that may make an enemy fall asleep.	Mountain Cave	Skeleton	
8	800 46 HP/29 MP	Pass through the Swamp Cave on the way to Rimuldar.		Swamp Cave	Warlock	
9	1,300 50 HP/36 MP		RADIANT Illuminates dungeons.	Rimuldar	Wolf	

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10	2,000 54 HP/40 MP	Buy Keys in Rimuladar then visit the Brows in Garinham.	STOP- SPELL Can be used to block some enemy spells.	Rimuldar	Druinlord	Broad Sword Half Plate Iron Shield
11	2,900 62 HP/50 MP			Grave Of Garinham	Drollmage	
12	4,000 63 HP/58 MP		OUT- SIDE This spell gets you out of any dungeon immediately.	Grave Of Garinham	Goldman	
13	5,500 70 HP/64 MP	The Flame Sword and Silver Shield can be purchased in Cantlin.	RETURN Use of this spell will send you to Tangtegel Castle.	Southern Cave	Wyvern	Flame Sword
14	7,500 79 HP/70 MP			Domdora Desert	Shadow Knight	Magic Armor
15	10,000 86 HP/72 MP		REPEL Keeps enemies from attack- ing for a while.	Cantlin	Green Dragon	Silver Shield
16	13,000 92 HP/95 MP			Cantlin	Axe Knight	
17	17,000 100 HP/100 MP	Get the Rainbow Drop in the Southern Cave.	HEAL- MORE Just like HEAL, but more powerful.	Hauksness	Blue Dragon	Erdrick's Sword Erdrick's Armor Silver Shield
18	21,000 115 HP/108 MP			Southern Cave	Armored Knight	
19	25,000 130 HP/115 MP	Enter Charlock Castle and find the elu- sive Dragonlord. Good luck!	HURT- MORE Much more powerful than the HURT spell.	Charlock Castle	Red Dragon	
20	29,000 138 HP/128 MP			Charlock Castle	Dragonlord	